CLAIMS

1.   An image generation system, comprising:

        means for determining whether or not an intervening
5   object intervenes between a first computer object controlled
by a computer and a player's object viewpoint controlled by a
player or, and for controlling an action of the first computer
object according to the determination; and

        means for generating an image containing the image of the
10 first computer object.

2.   The image generation system as defined in claim 1,
        wherein whether or not the intervening object intervenes
between the first computer object and the player's object or
15 viewpoint is determined by determining whether or not the
intervening object exists on a line connecting between the first
computer object and the player's object or viewpoint.

3.   An image generation system comprising:
20   means for preventing a first computer object controlled
by a computer from acting on a player when an intervening object
intervenes between the first computer object and a player's
object controlled by the player or viewpoint; and

        means for generating an image containing the image of the
25 first computer object.

4.   The image generation system as defined in claim 1,

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wherein acting on the player by the first computer object
is prohibited or restricted when the intervening object
intervenes between the first computer object and the player's
object or viewpoint.

5.   The image generation system as defined in claim 3,
       wherein acting on the player by the first computer object
is prohibited or restricted when the intervening object
intervenes between the first computer object and the player's
object or viewpoint.

6.   The image generation system as defined in claim 1,
       wherein the first computer object is moved to a given
moving target position when the intervening object intervenes
between the first computer object and the player's object or
viewpoint.

7.   The image generation system as defined in claim 3,
       wherein the first computer object is moved to a given
moving target position when the intervening object intervenes
between the first computer object and the player's object or
viewpoint.

8.   The image generation system as defined in claim 1,
       wherein the first computer object is made to stand by when
the intervening object is a second computer object controlled
by the computer.

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9.   The image generation system as defined in claim 3,
wherein the first computer object is made to stand by when
the intervening object is a second computer object controlled
5   by the computer.

10.   The image generation system as defined in claim 1,
wherein the first computer object is erased when the first
computer object moves out of the player's view.

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11.   The image generation system as defined in claim 3,
wherein the first computer object is erased when the first
computer object moves out of the player's view.

15   12.   The image generation system as defined in claim 1,
wherein a motion of the first computer object is generated
by a physical simulation.

13.   The image generation system as defined in claim 3,
20   wherein a motion of the first computer object is generated
by a physical simulation.

14.   The image generation system as defined in claim 12,
wherein the motion of the first computer object is
25   generated by a physical simulation when hitting;
wherein whether or not the intervening object intervenes
between the first computer object and the player's object or

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viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

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15. The image generation system as defined in claim 13,

wherein the motion of the first computer object is generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes

10 between the first computer object and the player's object or viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

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16. The image generation system as defined in claim 1,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

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17. The image generation system as defined in claim 3,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

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18. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing

routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object.

19. The program as defined in claim 18, wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

20. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

means for preventing a first computer object controlled by a computer from acting on a player when an intervening object intervenes between the first computer object and a player's object controlled by the player or viewpoint; and

means for generating an image containing the image of the first computer object.

21. The program as defined in claim 18,

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wherein acting on the player by the first computer object is prohibited or restricted when the intervening object intervenes between the first computer object and the player's object or viewpoint.

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22. The program as defined in claim 20,

wherein acting on the player by the first computer object is prohibited or restricted when the intervening object intervenes between the first computer object and the player's
10 object or viewpoint.

23. The program as defined in claim 18,

wherein the first computer object is moved to a given moving target position when the intervening object intervenes
15 between the first computer object and the player's object or viewpoint.

24. The program as defined in claim 20,

wherein the first computer object is moved to a given
20 moving target position when the intervening object intervenes between the first computer object and the player's object or viewpoint.

25. The program as defined in claim 18,

25 wherein the first computer object is made to stand by when the intervening object is a second computer object controlled by the computer.

26.   The program as defined in claim 20,

wherein the first computer object is made to stand by when

the intervening object is a second computer object controlled

5   by the computer.

27.   The program as defined in claim 18,

wherein the first computer object is erased when the first

computer object moves out of the player's view.

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28.   The program as defined in claim 20,

wherein the first computer object is erased when the first

computer object moves out of the player's view.

15   29.   The program as defined in claim 18,

wherein a motion of the first computer object is generated

by a physical simulation.

30.   The program as defined in claim 20,

20   wherein a motion of the first computer object is generated

by a physical simulation.

31.   The program as defined in claim 29,

wherein the motion of the first computer object is

25   generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes

between the first computer object and the player's object or

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viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

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32.   The program as defined in claim 30,

wherein the motion of the first computer object is generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

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33.   The program as defined in claim 18,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

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34.   The program as defined in claim 20,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

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